MIKOHN ®

Winning Solutions…Worldwide

PROGRESSIVE BLACKJACK™ User Manual

P.N. 990-300-19/REVC

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1. About This Manual

This user manual provides game basics, rules, and payout procedures for the PROGRESSIVE BLACKJACK™ table game, and is intended for use by the management and dealers of the operating establishment (operator). It assumes dealers are familiar with any operator policy that applies to this game.

The operator may require management personnel to perform some of the dealer procedures in this manual. Operator policy and internal control procedures for processing and paying jackpots take precedence over the procedures in this manual.

1.1 Manual Contents

This manual is arranged as follows:

- Chapter 1 – About This Manual, page 1.
- Chapter 2 – Game Basics, page 2.
- Chapter 3 – Progressive Blackjack Rules and Procedures, page 5.
- Chapter 4 – Progressive Jackpot Payout Procedures, page 10.
- Chapter 5 – Troubleshooting, page 22.

1.2 Document Revision Notice

This manual, 990-300-19/REVC, obsoletes the prior manual 990-300-19/REVB. This document was revised to add new paytable information and includes the following changes:

- Updated front matter and Document Feedback Form.
- Section Table System Configuration: Section name was changed from Table Setup.
- Section Table Components: Added Table 2.1, which lists coin acceptor LED patterns.
- Added new paytable information for PBJA4, PBJC2, PBJC5, and PBJC8 in Section 4.1.

1.3 Reference Documentation

For PROGRESSIVE BLACKJACK math analysis information, refer to the MIKOHN PROGRESSIVE BLACKJACK Mathematical Analysis Manual, P.N. 990-300-20/REVC.

For information on GAME MANAGER v5.7 and AQUARIUS CONTROLLER v5.6 – v5.7, refer to the Procedures Manual P.N. 990-241-21 and Technical Manual P.N. 990-241-22.

To order these manuals, contact MIKOHN Customer Service at 1-800-798-1942.

2.   Game Basics

PROGRESSIVE BLACKJACK™ is a casino table game based on the standard Blackjack game, played with four or more 52-card decks in which one to seven players play against the dealer. Figure 2.1 shows the PROGRESSIVE BLACKJACK table felt.

In PROGRESSIVE BLACKJACK, players wager to receive a two-card hand, face down. The cards are dealt two in rotation from the dealer's left to right. The dealer's hand has one card face down and one card face up. The objective of the game is to achieve a hand value that is closer to 21 than that of the dealer's without going over 21, or a hand that is a progressive jackpot winner.

Each player position has a coin acceptor that allows a player to make an optional wager on the progressive jackpot. **The only hands that qualify for the progressive jackpot are the original 1, 2, 3, or 4 cards to the player, including split hands.** If a player chooses to make a progressive jackpot wager, he or she must do so at the time of making the initial wager and before the dealer deals any cards. **A winning progressive jackpot hand is not affected by the dealer's hand**. That is, if a player wins a progressive jackpot, it does not matter what the dealer's hand is, or if the dealer even qualifies—the player still wins the jackpot.

As with similar card table games, the mechanics of PROGRESSIVE BLACKJACK allow for quick play and wager resolution. This manual describes the rules of PROGRESSIVE BLACKJACK game play and dealer procedures.

Figure 2.1   PROGRESSIVE BLACKJACK table felt

2.1   Table System Configuration

PROGRESSIVE BLACKJACK operates in two configurations—linked and standalone.

2.1.1   Linked Configuration

In the linked configuration, there is one master table game with an AQUARIUS CONTROLLER™ that connects with up to 29 additional slave table games. The dealer uses the dealer console at each table to communicate game activities to the AQUARIUS CONTROLLER. The AQUARIUS CONTROLLER records game activity, collects game data, and issues directives to each slave to display jackpot information and messages on the table signs.

In the linked configuration, a central computer with MIKOHN GAME MANAGER™ software allows casinos to set up games, monitor progressive jackpot activity, and generate table activity reports. Using GAME MANAGER, casinos can configure such things as a game's jackpot seed amount and the currency amount for the progressive jackpot wager. Configuration information entered into GAME MANAGER takes precedence over any AQUARIUS CONTROLLER settings.

One PC with GAME MANAGER software can manage information for up to 120 PROGRESSIVE BLACKJACK tables, whether the tables all contribute to one progressive jackpot or different ones.

2.1.2   Standalone Configuration

In the standalone configuration, each table has its own AQUARIUS CONTROLLER and operates independent of any other tables or controller systems. A dealer uses the dealer console to record jackpots that the AQUARIUS CONTROLLER displays on the table sign. All default jackpot seed amounts are hard-coded (permanently written) in the EPROM chip on the AQUARIUS CONTROLLER board, however MIKOHN service personnel can adjust the starting jackpot amount and progressive wager amount if required by a casino.

2.2   Table Components

A standard PROGRESSIVE BLACKJACK table configuration consists of the following components:

1. Seven player positions, each containing the following:

   - A location for the initial wager
   - Coin acceptor for an optional progressive wager (see Table 2.1 for LED patterns)

2. One dealer position containing the following:

   - Chip tray with 11 chip tubes and a chip return in the center.
   - An area for the dealer's hand

3. A progressive jackpot meter that increments when players make a progressive wager and decrements when most progressive jackpots are paid.

4. An AQUARIUS CONTROLLER that records jackpot information and sends progressive jackpot information to the progressive jackpot meter.

5. The GAME MANAGER system to set up games, monitor progressive jackpot activity, and generate table game reports.

Table 2.1   Coin acceptor LED pattern descriptions

LED Activity	Description
All Lights Off	**No Coin Present:** No coin is present (when a coin drop has been completed).
Unison Flashing	**Coin Placed:** A coin has been placed and acknowledged and is ready to be dropped for a progressive bet. All LEDs flash in unison.
All Lights Steady On	**Successful Drop:** A coin was present, successfully dropped, and added to the progressive meter.
Chasing Pattern	**Idle Sequence:** The coin acceptor is ready for coins to be inserted. Two LEDs light at once and follow one another around the slot.
Two Corner LEDs Constant On	**Coin Jam:** A coin jam has occurred.
Two Center LEDs Steady On	**Coin Not Registered:** A coin is present but not counted when dropped.
Two Alternate Patterns Occur	**Jackpot Mode:** Two alternate lighting patterns occur when a jackpot is processed (one for **JPH** and one for **JPL**). The patterns are a way to draw attention to the table and add excitement to the game. They do not have any other significance.

2.3   Table Security

All PROGRESSIVE BLACKJACK tables have a built-in dealer console in the chip tray that has a key lock. The key lock comes with two keys and requires the correct key to make either a high or low jackpot award.

- The high jackpot key (009) is used to pay a high jackpot

- The low jackpot key (008) is used to pay a low jackpot

3.   Progressive Blackjack Rules and Procedures

3.1   Game Overview

PROGRESSIVE BLACKJACK follows standard casino Blackjack rules, but includes additional rules for handling the optional progressive jackpot wager and paying a progressive jackpot. The main objective of PROGRESSIVE BLACKJACK is the same as Blackjack in that players try to achieve a hand value that is closer to 21 than that of the dealer's without going over. However, in PROGRESSIVE BLACKJACK, if the player makes a progressive jackpot wager, he or she also has an additional objective of making a progressive jackpot winning hand.

As in regular Blackjack, after the dealer deals the initial cards to each player, each player takes a turn playing his or her hand:

- The player may **stand**, thereby freezing the hand for comparison to the dealer's

    OR

- The player may **hit**, thereby receiving additional cards

After all players have finished, the dealer flips over the dealer hand and plays it according to house policy.

The dealer then evaluates each player hand against the dealer hand. Players win, lose, or push (tie) according to whether their hands are higher or lower than, or equal to the dealer's hand. If the player makes a progressive jackpot wager and his or her hand matches a PROGRESSIVE BLACKJACK winning hand, that player wins a progressive jackpot, even without a winning Blackjack hand.

3.2   Casino-Specific Activities

The following activities are casino-specific. Perform these according to casino rules and regulations.

- Opening the table

- Inspecting the deck of cards

- Removing used and damaged cards

- Performing the shuffle

- Changing the deck of cards

- Managing a dead game

- Understanding the minimum and maximum wagering limits on the table game

3.3   Wagering Rules

The following subsections outline rules for making an initial and progressive jackpot wager.

3.3.1   Initial Wager

The following are the rules for wagering at a game of PROGRESSIVE BLACKJACK:

1. A player may play more than one player position at a table.

2. The host casino policy dictates whether players may or may not exchange or communicate information regarding their hands. Violation of host casino policy may result in a dead hand and forfeiture of the wager.

3. A player makes an initial wager before the dealer delivers any cards.

4. Once the dealer delivers the first card of any hand, no player shall handle, remove, or alter any wagers that have been made until a decision has been rendered with respect to that wager as explicitly permitted by that casino.

3.3.2   Optional Progressive Jackpot Wager

Each player has the option of wagering on the progressive jackpot. At each player position is a coin acceptor where the player may wager on the progressive jackpot for the upcoming hand. The following are rules for making a progressive jackpot wager:

1. The progressive wager is always treated as a side wager. Its payout is dependent only on the strength of the player's winning hand.

2. A player must place an initial wager to participate in the optional progressive jackpot wager.

3. Only one chip may be wagered per coin acceptor per hand. The coin acceptor will acknowledge only one chip per play. A player may not wager another chip until the beginning of the next hand (**GAME OVER** pressed).

4. All LEDs on the coin acceptor will light (along with the corresponding player position LED on the dealer console) to indicate valid progressive jackpot wagers. A hand that qualifies for the progressive jackpot will be honored only if the appropriate LEDs are on. A player position on a table with defective LEDs will be closed.

5. A player choosing to play for the progressive jackpot is responsible for noting that the coin acceptor LEDs are on.

6. A player must make the progressive jackpot wager before the dealer delivers the cards.

3.4 Dealer Procedures

This section outlines the dealer procedures for:

- Dealing the Hand

- Playing Progressive Blackjack

- Determining a Winning Hand

- Concluding the Game

- Resolving Dealer Errors

3.4.1 Dealing the Hand

To deal a PROGRESSIVE BLACKJACK hand, perform the following steps:

1. Before each hand is dealt, the dealer will perform the following steps:

   a. Say "No more bets" to inform the players that the progressive jackpot is closed.

   b. Press **COIN IN** on the controller keypad.

2. Starting on the left and moving to the right, deal cards only to player-occupied positions as follows:

   a. Deal a card face up to each player.

   b. After dealing a card to the last player, deal a card face down in the dealer position.

   c. Deal a second card face up on top of the first card to each player and one to the dealer position.

   For example, for a game of three players, deal cards in the following order:

   - Card 1 = player 1, player 2, player 3, dealer

   - Card 2 = player 1, player 2, player 3, dealer

3.4.2   Playing PROGRESSIVE BLACKJACK

After the cards are dealt, the game follows standard casino Blackjack play rules; however, house policy and procedure take precedence. To play the game, perform the following steps:

1. Starting with the player on the left, either deal additional cards to the player or move to the next, according to the player's intentions.

    a. If a player requests a hit, deal him or her another card. Continue this until he or she either **stands** or **busts**.

    b. If a player **stands**, move to the next player.

    c. If a player **busts**, remove the initial wager. If a player did not make a progressive jackpot wager, remove the cards to the discard holder. If the player made a progressive jackpot wager, leave his or her cards on the table to determine whether a progressive jackpot occurred.

2. After all player hands are completed, reveal all cards in the dealer position and play the hand according to standard casino Blackjack rules and house policy.

3.4.3   Determining a Winning Hand

To determine a PROGRESSIVE BLACKJACK winning hand, perform the following steps:

1. Compare, take, and pay players from right to left according to standard Blackjack and house rules. For each player, spread the cards, count the cards, and then place them in the discard holder before going on to the next player.

    a. If the dealer hand exceeds 21 in points, pay all active players according to their initial game wager.

    b. If the dealer hand does not **bust**, take and pay wagers, according to the following rules:

        • If the dealer hand **stands** at a value greater than the active players' hands, take the initial wagers of those players and place their cards in the discard holder.

        • If the dealer hand **stands** at a value less than the active players' hands, pay those players according to their initial wagers.

        • If the dealer hand is the same point value as a player's (a push), the player retains his or her wager but is not paid for that hand.

    c. If a player has a progressive jackpot winning hand (see the paytables in Section 4.1), follow the progressive jackpot payout procedures in Section 4.2.

2. If a player is a progressive jackpot winner, leave the hand exposed on the layout. Depending on the amount of the jackpot, notify the appropriate casino personnel to process the win.

3.4.4   Concluding the Game

After comparing all hands, taking losing wagers, and paying all winnings, return all cards to the discard holder and press **GAME OVER** on the dealer console to end the game. (Players cannot make new wagers on the progressive jackpot until **GAME OVER** is pressed.)

3.4.5   Resolving Dealer Errors

To resolve a dealer error, stop the game and notify the appropriate personnel.

4. Progressive Jackpot Payout Procedures

4.1 Progressive Jackpot Paytables

Table 4.1 through Table 4.12 list the paytables available for PROGRESSIVE BLACKJACK. See Sections 4.2 through 4.5 for procedures to record and pay progressive jackpots.

Table 4.1   Paytable PBJA1 ($1 wager)

PROGRESSIVE BLACKJACK Paytable – PBJA1		
Hand	**Payout (from/not from meter)**	**Jackpot Type (key turn)**
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$0	N/A
3 Suited Aces	$2,500 (from meter)	High (JPH – turn right)
3 Unsuited Aces	$250 (from meter)	Low (JPL – turn left)
2 Suited Aces	$100 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$25 (from meter)	Low (JPL – turn left)
1 Ace	$0	N/A

Table 4.2   Paytable PBJA2 ($1 wager)

PROGRESSIVE BLACKJACK Odds Paytable – PBJA2		
Hand	**Payout (from/not from meter)**	**Jackpot Type (key turn)**
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$0	N/A
3 Suited Aces	$1,000 (from meter)	High (JPH – turn right)
3 Unsuited Aces	$100 (from meter)	Low (JPL – turn left)
2 Suited Aces	$30 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$15 (from meter)	Low (JPL – turn left)
1 Ace	$3 (not from meter)	No Key

Table 4.3   Paytable PBJA3 ($1 wager)

PROGRESSIVE BLACKJACK Paytable – PBJA3		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$0	N/A
3 Suited Aces	$500 (from meter)	High (JPH – turn right)
3 Unsuited Aces	$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	$50 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$15 (from meter)	Low (JPL – turn left)
1 Ace (Second)	$3 (not from meter)	No Key
1 Ace (First)	$3 (not from meter)	No Key

Table 4.4   Paytable PBJA4 ($1 wager)

Progressive Blackjack Paytable – PBJA4		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$0	N/A
3 Suited Aces	$1,000 (from meter)	High (JPH – turn right)
3 Unsuited Aces	$100 (from meter)	Low (JPL – turn left)
2 Suited Aces	$30 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$15 (from meter)	Low (JPL – turn left)
1 Ace (first)	$3 (not from meter)	No Key
1 Ace (second)	$3 (not from meter)	No Key

Table 4.5   Paytable PBJB1 ($1 wager)

Progressive Blackjack Paytable – PBJB1		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$2,000 (from meter)	High (JPH – turn right)
3 Suited Aces	$1,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	$250 (from meter)	Low (JPL – turn left)
2 Suited Aces	$100 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$25 (from meter)	No Key
1 Ace	$1 (not from meter)	No Key

Table 4.6   Paytable PBJB2 ($1 wager)

PROGRESSIVE BLACKJACK Odds Paytable – PBJB2		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$2,000 (from meter)	High (JPH – turn right)
3 Suited Aces	$1,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	$75 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$20 (from meter)	No Key
1 Ace	$2 (not from meter)	No Key

Table 4.7   Paytable PBJB3 ($1 wager)

PROGRESSIVE BLACKJACK Odds Paytable – PBJB3		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$2,000 (from meter)	High (JPH – turn right)
3 Suited Aces	$1,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	$50 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$15 (from meter)	No Key
1 Ace	$3 (not from meter)	No Key

Table 4.8   Paytable PBJB4 ($1 wager)

PROGRESSIVE BLACKJACK Odds Paytable – PBJB4		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$2,000 (from meter)	High (JPH – turn right)
3 Suited Aces	$1,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	$50 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$15 (from meter)	No Key
1 Ace (Second)	$3 (not from meter)	No Key
1 Ace (First)	$3 (not from meter)	No Key

Table 4.9   Paytable PBJB5 ($1 wager)

PROGRESSIVE BLACKJACK Odds Paytable – PBJB5		
Hand	**Payout (from/not from meter)**	**Jackpot Type (key turn)**
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$1,500 (from meter)	High (JPH – turn right)
3 Suited Aces	$500 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	$200 (from meter)	Low (JPL – turn left)
2 Suited Aces	$50 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$15 (from meter)	No Key
1 Ace (Second)	$3 (not from meter)	No Key
1 Ace (First)	$3 (not from meter)	No Key

Table 4.10   Paytable PBJC2 ($2.50 wager)

PROGRESSIVE BLACKJACK Odds Paytable – PBJC2		
Hand	**Payout (from/not from meter)**	**Jackpot Type (key turn)**
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$5,000 (from meter)	High (JPH – turn right)
3 Suited Aces	$2,500 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	$500 (from meter)	Low (JPL – turn left)
2 Suited Aces	$125 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$37.50 (from meter)	No Key
1 Ace (Second)	$7.50 (not from meter)	No Key
1 Ace (First)	$7.50 (not from meter)	No Key

Table 4.11   Paytable PBJC5 ($5 wager)

PROGRESSIVE BLACKJACK Odds Paytable – PBJC5		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$10,000 (from meter)	High (JPH – turn right)
3 Suited Aces	$5,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	$1,000 (from meter)	Low (JPL – turn left)
2 Suited Aces	$250 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$75 (from meter)	No Key
1 Ace (Second)	$15 (not from meter)	No Key
1 Ace (First)	$15 (not from meter)	No Key

Table 4.12   Paytable PBJC8 ($25 wager)

PROGRESSIVE BLACKJACK Odds Paytable – PBJC8		
Hand	Payout (from/not from meter)	Jackpot Type (key turn)
4 Red or 4 Black Aces	100% (from meter)	High (JPH – turn right)
4 Other Aces	$50,000 (from meter)	High (JPH – turn right)
3 Suited Aces	$25,000 (from meter)	Low (JPL – turn left)
3 Unsuited Aces	$5,000 (from meter)	Low (JPL – turn left)
2 Suited Aces	$1,250 (from meter)	Low (JPL – turn left)
2 Unsuited Aces	$375 (from meter)	No Key
1 Ace (Second)	$75 (not from meter)	No Key
1 Ace (First)	$75 (not from meter)	No Key

4.2   Recording and Paying Progressive Jackpots

Players who have a progressive jackpot winning hand must notify the dealer of the winning hand. The dealer must then notify the appropriate casino management and perform several steps to record and handle the transaction correctly. This section outlines dealer procedures for paying a progressive jackpot, however some casinos may require management personnel perform some of these actions. **Casino policy and internal control procedures take precedence over these procedures for paying any jackpot**.

When a progressive jackpot occurs, the dealer enters the information into the GAME MANAGER™ system using the dealer console keypad. After the win is verified and the player paid, the AQUARIUS CONTROLLER™ reduces the meter to account for the jackpot win and the GAME MANAGER system records the information in its database.

There are three progressive jackpot types—High, Low, and No Key. Table 4.1 through Table 4.12 list the jackpot types for each paytable award. The following subsections detail how to perform payouts for each type of jackpot.

NOTE:

The dealer pays progressive jackpot winners from right to left, in order of player position, after taking or paying all initial wagers.

4.2.1   <u>High Jackpot Payout Procedure</u>

High jackpots are either 100% of the meter amount or a fixed pay amount. Refer to the appropriate paytable in Section 4.1. To make a high jackpot payout, the dealer performs the following steps:

1. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode to pay jackpots.

2. Press the dealer console button that corresponds to the winning hand. The button's red LED lights to indicate a pending jackpot.

3. Notify the appropriate casino personnel, who will:

    a. Verify the hand.

    # NOTE:

    If the hand is not verifiable (is not a winner), press the keypad button pressed in step 2. This will cancel the jackpot payout process for that hand.

    ---

    b. Ensure the coin acceptor LEDs are on.

    c. Double-check all security measures before validating the jackpot:

        • Verify that the shuffle was according to procedures, that qualifying progressive wagers were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

        • Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the winning meter amount is correct.

        • Pull and check the card deck (save the deck for further inspection).

        • Replace the card deck.

4. Count down remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.

5. After the hand is verified, process the win by performing the following steps:

   a. If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. It is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.

   b. Insert the 009 key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED will flash to signify that the console is in the **Process Jackpot** mode.

   c. Press the flashing **J-POT** button to pay a pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message will display on the GAME MANAGER Activity Log.

6. Pay the amount of the jackpot to the winning player.

7. After all jackpot payouts are made, turn the key back to the **R** (Run) position and remove the key.

8. Press **GAME OVER** after all payouts are processed.

9. Clear the jackpot in GAME MANAGER. (Percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)

4.2.2   Low Jackpot Payout Procedures

Low jackpots are fixed pay amounts the dealer pays from the chip tray. Low jackpots also reduce the jackpot meter amount. To pay a low jackpot, follow the procedure in Section 4.2.1 but use the 008 key in the dealer console and turn it from the **R** (Run) position to the **JPL** (Jackpot Low) position.

4.2.3   No Key Jackpot Payout Procedures

No key jackpots are fixed pay amounts that the dealer pays from the chip tray. These jackpots do not require a key to pay and some no key jackpots reduce the jackpot meter amount. To make a no key jackpot payment, perform the following:

1. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode in order to pay jackpots.

2. Press the dealer console button that corresponds to the winning hand. The button's red LED lights to indicate a pending jackpot.

3. Pay the winning player the amount of the jackpot from the chip tray.

4.3   Handling Multiple Progressive Jackpots at One Table and One Deal

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NOTE:

MIKOHN recommends casinos pay all winning progressive jackpot hands one at a time according to player position (from right to left). See Section 5 for troubleshooting information.

For multiple progressive jackpot wins on one table, the dealer performs the following steps:

1. Determine the first winner of a progressive jackpot from right to left.

2. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode to pay jackpots.

3. Press the dealer console button that corresponds to the winning hand. The button's red LED lights to indicate a pending jackpot.

4. Notify the appropriate casino personnel, who will:

    a. Verify the hand.

    ### NOTE:
    If the hand is not verifiable (is not a winner), press the keypad button pressed in step 3. This will cancel the jackpot payout process for that hand.

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    b. Ensure the coin acceptor LEDs are on.

    c. **For a high jackpot only:** Double-check all security measures before validating the jackpot.

    - Verify that the shuffle was according to procedures, that qualifying progressive wagers were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

    - Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the winning meter amount is correct.

    - Pull and check the card deck (save deck for further inspection).

    - Replace the card deck.

5. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.

6. After the hand is verified, process the win by performing the following steps:

   a. **For a high jackpot only:** If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. It is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.

   b. Insert the key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED will flash to signify that the console is in the **Process Jackpot** mode.

   c. Press the flashing **J-POT** button to pay a pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message will display on the GAME MANAGER Activity Log.

7. Pay the amount of the jackpot to the winning player.

8. After all jackpot payouts have been made, turn the key back to the **R** (Run) position and remove the key.

9. Press **GAME OVER** after all payouts are processed.

10. Clear the jackpot in GAME MANAGER. (Percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)

4.4   Handling Simultaneous High Progressive Jackpot Hands on Multiple Tables

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NOTE:

MIKOHN recommends casinos pay simultaneous winning high progressive jackpot hands at multiple tables according to which player won first—as shown on surveillance tapes. See section 5 for troubleshooting information.

Situations can occur in which multiple **100%** jackpots hit at different tables virtually simultaneously. Although it is statistically rare to have such an occurrence, it could happen. When there is more than one table linked to the same progressive, surveillance must determine which player got the winning hand first. Winning a progressive jackpot second (and so on) means that player wins a smaller amount after the first jackpot reduces the meter.

Therefore, in a situation where one player wants to be paid ahead of another or insists he or she won the hand first, surveillance must be called to settle the dispute with surveillance tape evidence. The house will award the first high jackpot to the player who won the hand first, even if by a few seconds difference.

When multiple high progressive jackpot hands are won simultaneously on different tables, the dealer performs the following steps:

1. As soon as a dispute arises, notify the appropriate casino personnel, who will perform the following steps:

   a. Verify that the dealer console on all tables is in the **COIN IN** mode. The game must be in this mode to pay jackpots.

   b. Verify the hands.

   c. Ensure the coin acceptor LEDs are on.

   d. Double-check all security measures before validating the jackpot:

      - Verify that the shuffle was according to procedures, that qualifying progressive wagers were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

      - Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the winning meter amount is correct.

      - Pull and check the card deck (save the deck for further inspection).

      - Replace the card deck.

2. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout..

3. After both hands are verified, perform the following steps:

    a. At the first winner's table, press the dealer console button that corresponds to the winning hand. The button's red LED lights to indicate a pending jackpot.

    b. If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. It is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.

    c. Insert the key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED will flash to signify that the console is in the **Process Jackpot** mode.

    d. Press the flashing **J-POT** button to pay a pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message will display on the GAME MANAGER Activity Log.

4. Pay the first jackpot winner the full sum of the winning hand's payout.

5. Turn the key back to the **R** (Run) position and remove the key.

6. Press **GAME OVER** after the first table payout is processed.

7. Clear the jackpot in GAME MANAGER. (Percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)

8. After the first jackpot payout is made, repeat the above process to pay the second jackpot winner. The second high jackpot winner will receive the new jackpot amount minus the first winner's payout.

4.5   Reconciling Progressive Meter and Coin-In Amounts

The End of Shift form is an optional tool for casinos to use. The main purpose of this form is to check and balance the progressive jackpot meter and coin-in amounts against the GAME MANAGER system. To complete the form, perform the following steps:

1. Fill in the date, time, shift, table #, games supervisor, and pit/shift personnel.

2. In the Progressive Jackpot Hard Meter section:

    a. Enter the beginning hard meter reading amount. This is the end hard meter amount from previous shift.

    b. Enter the end hard meter amount at the end of your shift. This is the beginning amount for the next shift.

    c. Subtract the end amount from the beginning amount. Enter this amount in Total Hard Meter.

    d. Multiply the Total Hard Meter amount with the progressive meter incrementation rate. (This rate is casino-specific.) Enter this amount in Change in Progressive Jackpot Value.

3. Under the Current Progressive Jackpot Reading section:

    a. Enter the beginning amount of the progressive jackpot. This is the end progressive jackpot amount from the previous shift.

    b. Enter the end amount of the progressive jackpot from the LED screen on dealer console. This is the beginning amount for the next shift.

    c. Subtract the end amount from the beginning amount. Enter this amount in Total Current Meter.

4. Compare the Change in Progressive Jackpot Value with the Total Current Meter. This figure represents the correct amount of coin that was added to the progressive jackpot.

To reconcile meter amounts, run the GAME MANAGER Coin-In, Activity Log, and Progressive Jackpot Reports, and compare the total progressive jackpot hard meter and current meter amounts with the amounts on these reports. If the variance is more than 100 coins, call MIKOHN Customer Service at **1-800-798-1942** to resolve the problem.

MIKOHN PROGRESSIVE TABLE GAMES

END OF SHIFT FORM

Date:	Shift:
Time:	Table #:

Games Supervisor:

Pit/Shift Personnel:

Progressive Jackpot Hard Meter

Beginning Amount: (end amount from previous shift)	
End Amount: (beginning amount for next shift)	
Total Hard Meter: (beginning minus end)	

Change in Progressive Jackpot Value: (in dollars) (Total Hard Meter times progressive incrementation rate)	$

Current Progressive Jackpot Meter

Beginning Amount: (end amount from previous shift)	
End Amount: (from LED screen on dealer console)	
Total Current Meter: (beginning minus end)	

To reconcile meter amounts, run the GAME MANAGER Coin-In, Activity Log, and Progressive Jackpot Reports, and compare the total progressive jackpot hard meter and current meter amounts with the amounts on these reports.

If the variance is more than 100 coins, call MIKOHN Customer Service at **1-800-798-1942** to resolve the problem.

5.   Troubleshooting

5.1   Progressive Malfunctions

NOTE:

To troubleshoot GAME MANAGER™ or AQUARIUS CONTROLLER™ problems, refer to the documentation for that product. See Section 1.3 to order MIKOHN documentation.

In case of a malfunction of the AQUARIUS CONTROLLER or the GAME MANAGER computer, the coin acceptors can be covered up, allowing the standard PROGRESSIVE BLACKJACK™ table game to continue without the progressive feature until repairs are made.

5.2   Progressive High Jackpot Input Errors

If multiple high percentage progressive jackpots are pending on GAME MANAGER and the dealer presses wrong high jackpot buttons on the dealer console, perform the following steps:

1. Stop game play on all tables linked to the GAME MANAGER.

2. Take note of current progressive jackpot amount shown on the dealer console screen and the GAME MANAGER screen.

3. Cancel all pending progressive jackpots in GAME MANAGER.

    a. Click the **Process Jackpot** button on the GAME MANAGER Main screen. The Process Jackpot screen will open.

    b. Select each pending jackpot individually, and then click **Delete**.

    c. A Confirm Jackpot Deletion pop-up screen will appear. Click the **green √** for acceptance or the **red X** to return to the Process Jackpot screen. If the **green √** is selected the Process Jackpot screen will appear.

4. Re-enter the correct progressive jackpots in the Process Jackpot screen, in correct winning sequence.

5. Pay the correct jackpot amount to each player, one at a time.

Glossary

Aquarius Controller	A mechanism installed on table games that communicates with the console to determine how the table functions and how visual displays increment the progressive jackpot value.
Bet	To wager; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.
Bust	To lose by accumulating a hand total in excess of 21.
Chip	A token representing a monetary value, such as one dollar.
Coin Acceptor	A device used to collect the progressive jackpot bet and register the player for a chance to win a progressive jackpot. There is one coin acceptor for each player position on the table.
Coin In	The value of coins wagered in a gaming machine. Also known as Turnover, (Coin) Credits Played, and (Coin) Credits Wagered.
Dealer	The person who oversees a table game and is responsible for distributing playing cards and other gaming tools and paying and taking bets at the table.
Dealer Console	The panel in the dealer's station that consists of key switches and buttons. The panel enables the dealer to perform specific table game functions, such as recording jackpot wins.
EPROM	Erasable Programmable Read Only Memory chip that acts as a storage device for various information such as programs or data.
Face Cards	A Ten, Jack, Queen, or King card.
Fold	To withdraw from a card game due to a losing hand.
Game Manager	A MIKOHN table game accounting system that sends and receives information to and from the AQUARIUS CONTROLLER.
Hand	Two or more cards dealt to a player or dealer.
Hit	To deal additional cards to a player.
Hopper	The device within a machine that collects and dispenses coins or tokens.
Jackpot	A prize awarded to a game player upon receiving a winning combination in a game.
Key (Dealer Console)	A key, comparable to a car key, used for security purposes—to restrict access to equipment, computer functions, and gaming equipment functions. The following are examples of different key uses: pay jackpots, start and end games, and configure the AQUARIUS CONTROLLER.
LED	Light-Emitting Diode. An indicator light on the dealer console and coin acceptor that changes patterns (for example, solid or flashing) according to the status of the function the LED represents.
Master and Slave	The relationship between the Master (controller or computer) and the tables with which it communicates.
Master	The primary controlling mechanism for one or more tables. The master can be either a game controller installed on a single table or a computer installed in one location (such as the pit boss' station).
Max Bet	The maximum number of coins or credits a game will accept for a single play.

Meter	An overhead visual display showing the incrementing numbers of a progressive jackpot.
Paytable	The pay schedule for the wager.
Player	The person who is participating in a game and placing bets.
Progressive Bet (Wager)	The wager that a player places in the coin acceptor to participate in the progressive jackpot portion of the game.
Progressive Jackpot	In a table game, an amount of money accrued by player contributions of chips added to a seed amount (for example, $10,000 to start). Players with winning hands can collect all or a part of the progressive jackpot.
Push	A tie in a card game. Nothing is won or lost, and the player retains all money wagered (other than the progressive bet).
Seed Amount	The starting amount of a progressive jackpot.
Stand	When the player is satisfied with his or her hand, and does not take any additional cards.
Table	Where a card game is played. May contain an AQUARIUS CONTROLLER in the table mechanism
Table Felt	The printed surface of a table game, which shows all the areas where bets can be placed.
Wager	To bet; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.

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